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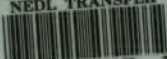
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THE LAWS OF BRIDGE

AND

A GUIDE TO THE GAME

BY "BOAZ."

AND

HOW TO PLAY BRIDGE

BY "BADSWORTH."

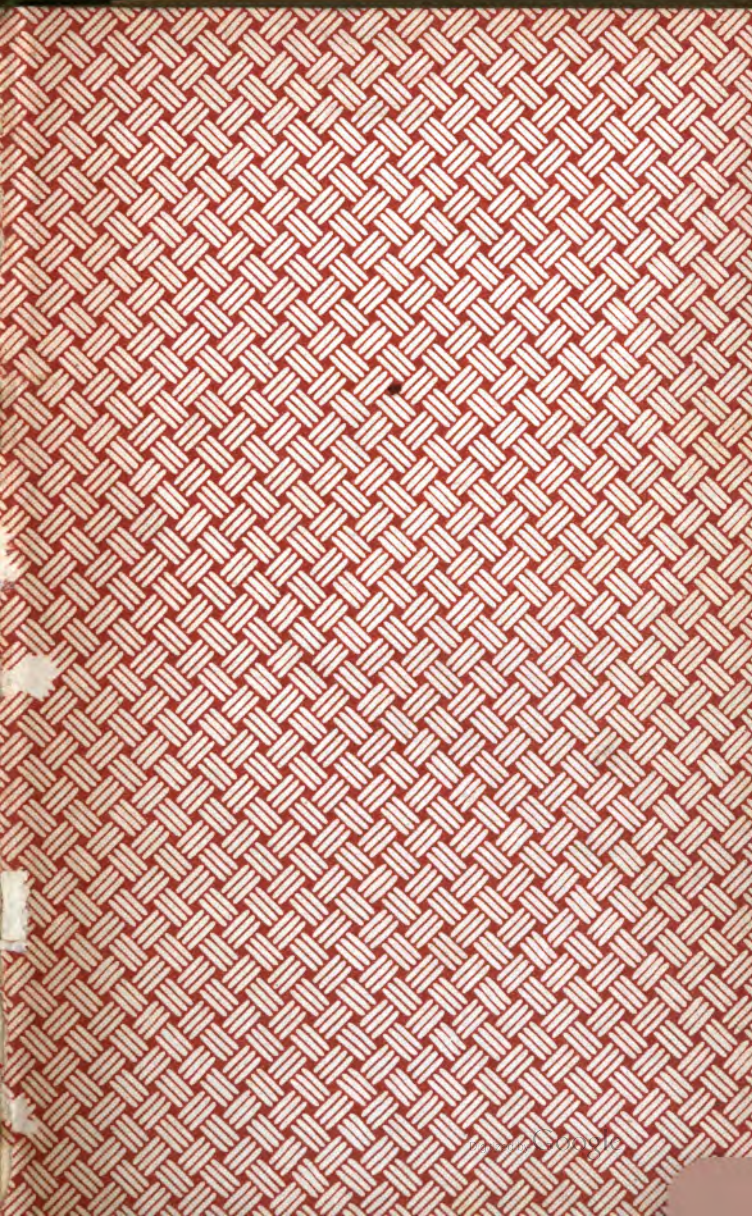
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THE LAWS
OF
B R I D G E
WITH
A GUIDE TO THE GAME
By "BOAZ."
AND
HOW TO PLAY BRIDGE
By "BADSWORTH."

SIXTH EDITION

LONDON :
THOS. DE LA RUE & CO. LTD.
1899.

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PREFACE.



At a Meeting of the Committee of the PORTLAND CLUB, it was suggested that a Committee should be formed to draw up the Laws of Bridge.

This was accordingly done, and, after careful consideration and discussion, the following Laws were framed and submitted to the Committee of the Club, by whom they were approved and adopted.

PORTLAND CLUB,

January, 1895.

PREFACE TO THE SECOND EDITION.

A Committee of the Turf Club was formed to consider the Laws of Bridge, and their suggestions and additions having been submitted to a Joint Committee of the Turf and Portland Clubs, were, as amended, adopted by the respective Committees of the two Clubs.

PORTLAND CLUB,

July, 1895.

THE
LAWS OF BRIDGE.

THE LAWS OF BRIDGE.

THE RUBBER.

1. The Rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for Honours, Chicane, or Slam.

3. Every hand is played out, and any points in excess of the thirty points necessary for the game are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are trumps, six points when diamonds are trumps, eight points when hearts are trumps, and twelve points when there are no trumps.

5. Honours consist of ace, king, queen, knave, and ten of the trump suit. When there are no trumps they consist of the four aces.

6. Honours in trumps are thus reckoned:—

If a player and his partner conjointly hold—

- I. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours four times the value of the trump suit trick.
- III. Any three honours of the trump suit, they score for honours twice the value of the trump suit trick.

If a player in his own hand holds—

- I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours eight times the value of the trump suit trick. In this last case, if the player's partner holds the fifth honour, they also score for honours the single value of the trump suit trick.

The value of the trump suit trick referred to in this law is its original value—*e.g.*, two points in spades and six points in diamonds; and the value of honours is in no way affected by any doubling or re-doubling that may take place under Laws 53–56.

7. HONOURS, when there are no trumps, are thus reckoned:—

If a player and his partner conjointly hold—

- I. The four aces, they score for honours forty points.
- II. Any three aces, they score for honours thirty points.

If a player in his own hand holds—

The four aces, he and his partner score for honours one hundred points.

8. CHICANE is thus reckoned:—

If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The value of Chicane is in no way affected by any doubling or re-doubling that may take place under Laws 53-56.

9. SLAM is thus reckoned:—

If a player and his partner make, independently of any tricks taken for the revoke penalty—

I. All thirteen tricks, they score for Grand Slam forty points.

II. Twelve tricks, they score for Little Slam twenty points.

10. Honours, Chicane, and Slam are reckoned in the score at the end of the rubber.

11. At the end of the rubber, the total scores for tricks, honours, Chicane, and Slam obtained by each player and his partner are added up, one hundred points are added to the score of the winners of the rubber, and the difference between the two scores is the number of points won, or lost, by the winners of the rubber.

12. If an erroneous score affecting tricks be proved, such mistake may be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, or, in the case of the last game of the rubber, until the score has been made up and agreed.

13. If an erroneous score affecting honours, Chicane, or Slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed.

CUTTING.

14. The ace is the lowest card.

15. In all cases, every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

17. If there are more than four candidates, the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

18. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

19. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

20. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT.

21. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

ENTRY AND RE-ENTRY.

22. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

23. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

24. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

25. A player cutting into one table, whilst belonging to another, loses his right of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.

26. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

27. The pack must neither be shuffled below the table nor so that the face of any card be seen.

28. The pack must not be shuffled during the play of the hand.

29. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

30. Each player has a right to shuffle, once only (except as provided by Law 33) prior to a deal, after a false cut, or when a new deal has occurred.

31. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

32. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

33. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

34. Each player deals in his turn; the order of dealing goes to the left.

35. The player on the dealer's right cuts the pack, and, in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

36. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

37. When the pack is cut, should the dealer shuffle the cards, the pack must be cut again.

38. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards.

A NEW DEAL.

39. There must be a new deal—

- I. If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.
- II. If any card be faced in the pack.
- III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.

IV. Should the last card not come in its regular order to the dealer.

V. Should a player have more than thirteen cards, and any one or more of the others less than thirteen cards.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that card, the dealer can, by altering the position of one card only, rectify such error, he may do so.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards; but not after having done so.

40. If, whilst dealing, a card be exposed by either of the dealer's adversaries, the dealer may claim a new deal. A card similarly exposed by the dealer or his partner gives the same claim to each adversary. The claim may not be made by a player who has looked at any of his cards. If a new deal does not take place, the exposed card cannot be called.

41. If, in dealing, one of the last cards be exposed, and the dealer completes the deal before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

42. If a player, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it, and may exact a new deal.

43. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

44. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

45. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

46. Any one dealing out of turn, or with the adversary's cards, may be stopped before the last card is dealt, after which the game must proceed as if no mistake had been made.

47. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS.

48. The dealer having examined his hand, has the option of declaring what suit shall be trumps, or whether the hand shall be played without trumps. If he exercise that option he shall do so by naming the suit, or by saying "No trumps."

49. If the dealer does not wish to exercise his option, he may pass it to his partner by saying "I leave it to you, Partner," and his partner must thereupon make the necessary declaration, in the manner provided in the preceding law.

50. If the dealer's partner make the declaration out of his turn, either of the adversaries has the right, after looking at his hand, but before any declaration is made as to doubling or not doubling, to claim a fresh deal. He may not consult with his partner as to whether this penalty should be exacted or not. If any declaration as to doubling or not doubling shall have been made, or if no new deal is claimed, the declaration so wrongly made by the dealer's partner stands good.

51. If either of the dealer's adversaries makes the declaration, the dealer may, after looking at his hand, either claim a fresh deal or proceed as if no such declaration had been made.

52. A declaration once made cannot be altered, save as provided above.

DOUBLING AND RE-DOUBLING.

53. The effect of doubling and re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

54. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The dealer's left-hand adversary has the first right. If he does not wish to

double he shall say to his partner "May I play?" His partner shall answer "Yes," or "I double."

55. If either of their adversaries elect to double, the dealer and his partner have the right to re-double. The player who has made the trump declaration has the first right of re-doubling. The question "May I play?" shall be addressed by the dealer's left-hand adversary (after a doubling by him or his partner) to the player who has made the trump declaration, who shall answer "I am satisfied," or "I re-double." If he answer "I am satisfied," the question shall then be addressed to his partner, who shall answer "Yes," or "I re-double."

56. If the dealer or his partner elect to re-double, their adversaries have the right of re-doubling again. The original doubler has the first right. The process of re-doubling may be continued indefinitely, the first right to continue the re-doubling on behalf of a partnership being in that partner who last re-doubled on behalf of that partnership. When he expresses himself satisfied, the right to continue the re-doubling passes to his partner.

57. When the question "May I play?" has been finally answered in the affirmative, or when the dealer's left-hand adversary, being the last person who has the right to continue the re-doubling, expresses himself satisfied, the dealer's left-hand adversary shall lead a card.

58. A declaration once made cannot be altered.

DUMMY.

59. As soon as a card is led, the dealer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the dealer, unassisted by his partner.

60. After exposing Dummy, the dealer's partner may indicate to the dealer the hand from which the dealer has to lead, or if the latter has led from the wrong hand, may draw attention to the error, in which case the dealer must lead from the right hand, unless the second hand has played, when the dealer is not entitled to rectify the error; but the dealer's partner may take no other part in the play of the hand, other than the mechanical part of playing from Dummy any card named by the dealer.

61. The dealer's partner may ask if he (the dealer) has a card of the suit which he may have renounced; but if he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries.

62. If the dealer's partner, by touching a card, or otherwise, suggest the play of a card from Dummy, either of the adversaries may, but without consulting with his partner, call upon the dealer to play or not to play the card suggested.

63. When the dealer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

64. A card once played or named by the dealer as to be played from his own hand or from Dummy cannot be taken back, except to save a revoke, or as provided by Law 60.

65. The dealer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

66. Dummy is not liable to any penalty for a revoke, as his adversaries see his cards. Should he revoke and the error not be discovered until the trick is turned and quitted, the trick stands good.

67. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game, or trick, etc., without incurring any penalty; but, having played a card from his own hand, he may not recall that card except to save a revoke.

EXPOSED CARDS.

68. If after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either of the adversaries may, without consultation with his partner, claim a new deal.

69. If after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or re-double which he would otherwise have been entitled to exercise; and in the case of a card being so exposed by the leader's partner, the dealer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

CARDS LIABLE TO BE CALLED.

70. All cards exposed by the dealer's adversaries are liable to be called, and must be left face upwards on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

71. The following are exposed cards:—

- I. Two or more cards played at once.
- II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

72. If either of the dealer's adversaries play to an imperfect trick the best card on the table, or lead one which is a winning card as against the dealer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

73. If either of the dealer's adversaries throw his cards on the table face upwards, such cards are exposed, and liable to be called by the dealer.

74. If all the players throw their cards on the table face upwards, the hands are abandoned; and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

75. A card detached from the rest of the hand of either of the dealer's adversaries, so as to be named, is liable to be called ; but should the dealer name a wrong card, he is liable to have a suit called when first he or his partner have the lead.

76. If either of the dealer's adversaries, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

77. If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

78. If the dealer lead out of turn, either from his own hand or from Dummy, he incurs no penalty.

79. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified ; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are (subject to Rule 60) taken back ; and there is no penalty against any one, excepting the original offender, and then only when he is one of the dealer's adversaries.

80. In no case can a player be compelled to play a card which would oblige him to revoke.

81. The call of a card may be repeated until such card has been played.

82. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

83. Should the third hand not have played, and the fourth play before his partner, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick.

84. If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

85. If any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during

the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case they may be searched, and the card restored; the player (not being Dummy) is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE

86. Is when a player (other than Dummy), holding one or more cards of the suit led, plays a card of a different suit.

87. The penalty for a revoke—

- I. Is at the option of the adversaries, who, at the end of the hand, may, after consultation, either take three tricks from the revoking player and add them to their own—or deduct the value of three tricks from his score—or add the value of three tricks to their own score;
- II. Can be claimed for as many revokes as occur during the hand;
- III. Is applicable only to the score of the hand in which it occurs;
- IV. Cannot be divided—*i.e.*, a player cannot add the value of one or two tricks to his own score and deduct the value of one or two from the revoking player.
- V. In whatever way the penalty may be enforced, under no circumstances can the side revoking score Game, Grand Slam or Little Slam, that hand. Whatever their previous score may be, the side revoking cannot attain a higher score towards the game than twenty-eight.

88. A revoke is established, if the trick in which it occur be turned and quitted—*i.e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

89. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

90. At the end of the hand, the claimants of a revoke may search all the tricks.

91. If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the dealer's adversaries, the dealer may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced.

92. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries,

the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

93. A revoke cannot be claimed after the cards have been cut for the following deal.

94. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the score after the penalty is paid.

95. Should the players on both sides subject themselves to the penalty of one or more revokes; neither can win the game by that hand; each is punished at the discretion of his adversary.

CALLING FOR NEW CARDS.

96. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES.

97. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

98. If either of the dealer's adversaries, prior to his partner playing, should call attention to

the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the dealer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or lose the trick.

99. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

100. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber,

101. A bystander, by agreement among the players, may decide any question.

102. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

103. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand—viz., the four cards on the table which have not been turned and quitted, and the last trick turned.



ETIQUETTE OF BRIDGE.

The following rules belong to the established Etiquette of Bridge. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

It is to be borne in mind that, from the nature of the conditions under which the game is played, acts may be so done, and words so spoken, as to convey a very distinct intimation to a partner. To do so is to offend against the most important of the proprieties of the game.

Declarations ought to be made in a simple manner—*e.g.*, by saying, “I make hearts trumps”; “There are no trumps”; or, “I leave it to you.” There ought to be neither intimation of doubt in, or reason for, making this declaration. Nothing ought to be done or said by the declarant which may afford an indication or intimation of the hand which he holds, or draws attention to the state of the score.

A player should avoid any unnecessary hesitation in passing the trump declaration to his

partner, or giving any well-marked indication of doubt or perplexity.

Similarly, a player who has the first right of doubling or re-doubling, on behalf of a partnership, ought not to decline to exercise that right, and so pass it to his partner, after any unnecessary hesitation, or after giving any well-marked indication of doubt or perplexity.

Any one, having the lead and one or more winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

A player who has looked at his cards ought not to give any indication by word or gesture as to the nature of his hand, or call the attention of his partner to the score of the game.

A player who desires the cards to be placed, or who demands to see the last trick, should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide a disputed question of facts; as to who played any particular card—whether honours were claimed though not scored, or *vice versa*—etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Whilst, according to the law of the game, doubling and re-doubling may be continued indefinitely, such a practice may be attended with undesirable results—*e.g.*, by involving a player in stakes which he never contemplated; 100 points is suggested as a reasonable limit.



GUIDE TO BRIDGE.

BRIDGE.



HISTORICAL.

BRIDGE, though English by name, is not of English origin; and its birthplace, so far as can at present be ascertained, is uncertain. Bridge (pronounced Britch) appears, however, to have been introduced, about thirty-five years ago, into the Clubs at Constantinople, and since then little else has been played in the Clubs of that city. "Khedive," a game identical with that of Bridge, was played some twenty years ago in the French Clubs on the Riviera, whither it is said to have been brought from Alexandria. It was afterwards introduced into Paris, and there it took the name of "Bridge." In Paris it developed into its present form, and from thence it went to America, and lastly arrived here early in 1894.

Bridge is, strictly speaking, not a new game; it is a modification—or, rather, a variation—of Whist. Yet the features peculiar to it are so interesting and fascinating, that it seems likely to prove a not unworthy rival of the older game. It has, indeed, won its way to favour with extraordinary rapidity, and in all the principal Clubs in the various

countries where it is played, Bridge speedily took possession of the tables formerly used for Whist. The reason for this is not far to seek. While a good Whist player can at Bridge exercise his ability to a greater advantage, the novice is lured on by the chances of success it seems to hold out. In no game do skill, sound judgment, and an insight into the mode of others' play, meet more certainly with their reward than in Bridge.



DESCRIPTION OF THE GAME OF BRIDGE.

INTRODUCTORY.

The game is played by four persons, and two separate packs of cards should be used.

DEALING AND PLAYING.

The cards being shuffled and cut, are dealt as at Whist, except that the last card is not turned up. Should the dealer misdeal, he deals again. After the cards have been taken up, the dealer looks at his hand, and has the option of declaring what suit shall be trumps, or whether the hand shall be played *sans atout* (that is, without trumps); or he may pass the option on to his partner, who must then declare what suit shall be trumps, or that the hand shall be played *sans atout*. The adversaries must then declare whether they will double; if so, the dealer or his partner may double again, and so on (*see* "Doubling," p. 10). When there is no doubling, or further doubling, the player on the dealer's left leads a card; the dealer's partner then places his hand face upwards on the table, and the game is played in a similar manner to Dummy Whist, the dealer playing his partner's hand.

SCORING.

The game is usually played for a small stake for each point, as arranged at the commencement of the game.

The rubber consists of the best of three games of at least thirty up, scored by tricks only. Neither honours nor Slam contribute to the score of each game, but are scored on the block upwards, commencing immediately above the double line, and are reckoned in the score at the end of the rubber. The tricks are scored on the block below the double line, and at the end of each game a line is drawn below the score for tricks. After the best of three games has been played, the entire score, including the score for honours, etc. above the double line, is added up. One hundred points are then added to the score of the winners of the rubber, and the score of one side is deducted from the other.

See the scoring block on p. 31, which is adapted for two rubbers.

For ready reference, a table showing the value of the tricks, honours, Chicane, and Slam is given on p. 39.

EXPLANATION OF SCORING BLOCK.

In the first hand, hearts being trumps, A and B made one by tricks, and scored eight for tricks and sixteen for honours. In the second hand, spades

A & B	C & D		
	HONOURS		
	16		
	8		
	100		
24	20		
16	4		
	TRICKS		
8	6		
30			
	72		
16	32		
94	258		
	100		
	358		
	94		
	264		

being trumps, C and D made three by tricks, and scored six for tricks and four for honours. In the third hand, diamonds being trumps, A and B made five by tricks, and scored thirty for tricks and twenty-four for honours, and won the game.

In the second game C and D made six by tricks (no trumps being declared), and scored seventy-two, winning the game. They also scored twenty for Little Slam, and one hundred for four aces in one hand.

In the third game, clubs being trumps, A and B in the first hand made four by tricks, and scored sixteen. C and D scored eight for honours.

In the second hand, hearts being trumps, C and D made two by tricks, having doubled, and scored thirty-two for tricks, thus winning the game and rubber. They also scored sixteen for honours.

C and D's total score by tricks and honours, *plus* 100 for the rubber = 358 points; A and B's total score by tricks and honours = 94 points. A and B's score deducted from C and D's makes C and D winners with a total of 264.

For convenience, the usual practice is to simplify the scoring by the omission of the unit. Thus, for instance, if the score is 264, as above, C and D would score 26 points; but when the unit is more than 5, one is added to the second figure—*e.g.*, 266 would be scored as 27. In making up the final score the results are multiplied by 10.

The result of the rubber can be scored on a separate sheet of paper, thus:—

C	+26						
D	+26						
A	-26						
B	-26						



DUMMY BRIDGE

Can be played by three players, in the following manner:—

The player who cuts the lowest card plays Dummy, and has the option of dealing first or letting the adversaries have the first deal. Having chosen his seat, he plays both the hands from that seat, and the Dummy hand is always opposite him. When he deals, all the cards are dealt face downwards, as in ordinary Bridge. Whenever he deals, either for his own hand or for Dummy's, he must look at his own hand first, when he may either make the trump or pass it to his Dummy's hand. Having so passed it, and replaced his hand face downwards, should he have three or four aces in Dummy's hand, he must declare *sans atout*; or, if he has not three or four aces, then the longest suit must be declared trumps; and if there be two or more suits of equal number, then the strongest suit, by pips (ace counts eleven, and king, queen, knave, ten each), must be declared. Should two or more suits be of equal strength, by pips, then he must declare that suit which is of the highest value. If the adversaries double, the player of Dummy

can re-double, although he may have looked at both his hands.

After a card has been led, Dummy's cards must be placed face upwards on the table.

When the adversaries of the player of Dummy deal, the player of Dummy may only look at the leader's hand, and having then decided whether he wishes to double, must lead from that hand before he looks at the other hand. When the player of Dummy is the leader, the Dummy's hand must not be looked at or exposed until he has led.

When the adversaries of the player of Dummy deal, as soon as a card has been led there are two hands exposed on the table. This offers variety, and is a more amusing game than the way many players prefer to play, *i.e.*, without the adversaries of Dummy exposing their hands. Before commencing the game, it is necessary to decide which way it shall be played.

HINTS.

1. The importance of playing to the score cannot be too strongly impressed on the player.

2. At the commencement of a game the dealer should not declare trumps in clubs or spades, even though he may have four honours. If he cannot declare hearts or diamonds trumps, or *sans atout*, he should pass the declaration to his partner; and in almost every other case, unless he can win the game by declaring a black suit trumps, it is advisable to pass the declaration to his partner.

3. As a general rule, when the dealer's score is near thirty, he and his partner should play a safe game—*e.g.*, if the dealer's score is twenty-six or over, and he has a very strong suit in clubs or spades, he should generally declare one of these suits trumps, instead of passing the option to his partner, who might declare a red suit, be doubled by one of the adversaries, and so lose, instead of saving or perhaps winning, the game.

4. If the dealer's partner is weak in hearts and diamonds, he should declare his strong black suit, always recollecting the risk of being doubled, which may make it more prudent to select

spades rather than clubs, although the latter may be stronger than the former.

5. Should the dealer have four aces, however weak otherwise, he should declare *sans atout*.

6. Should the dealer have three aces, it is generally desirable to declare *sans atout*.

7. The advice about the declaration of *sans atout* under Hints 5 and 6 also applies to the dealer's partner.

8. If the dealer's partner has a strong suit of hearts or diamonds, he should usually declare one of those suits ; and if he has four honours in either of the above suits, he should declare the suit in preference to *sans atout*, unless he has at least three aces, and in many cases, even then.

9. If the dealer's partner is strong in both red suits, and has not four honours in one of those suits, but has one ace, it may be advisable to declare *sans atout*.

10. The dealer's partner, when it is the deciding game of the rubber, may, with a fair all-round hand and one ace, in the absence of a very strong suit in hearts, declare *sans atout*, especially if he and his partner have scored nothing and their adversaries twenty-two or over.

11. A player, before doubling spades, should recollect that his adversaries may re-double him, and so make the suit equal to hearts.

12. In *sans atout*, as a rule, the leader should begin with his longest suit, and the leader's partner should bear in mind the importance of returning

the original lead, as the leader may have a commanding suit, such as king, queen, to five or six of the suit, or ace, queen, and three or four small ones, or even ace, king, and three or four small ones, as most players with the original lead open differently when the adversary has declared no trump to what they would ordinarily.

13. The original leader may sometimes commence with a strengthening card from a weak suit, rather than lead from a suit in which he may have a tenace as against Dummy. As soon as Dummy is exposed, generally play up to the weakness and through the strength.

14. If your partner has doubled, it may be best to lead trumps at once, particularly if you hold strength in other suits, and especially if you lead through the hand which declared trumps originally.



BRIDGE SCORES.

WHEN THERE ARE NO TRUMPS—							
Each Trick above Six counts				12			
HONOURS	{	Three Aces count		30			
		Four Aces count		40			
		Four Aces in One Hand count.. .. .		100			
WHEN TRUMPS ARE—		♠	♣	♦	♥		
Each Trick above Six counts		2	4	6	8		
HONOURS	{	Three Honours count.. ..		4	8	12	16
		Four Honours count		8	16	24	32
		Five Honours count		10	20	30	40
		Four Honours in One } Hand count }		16	32	48	64
		Five Honours (One in } Partner's Hand) count }		18	36	54	72
		Five Honours in One } Hand count }		20	40	60	80
Chicane counts		4	8	12	16		
GRAND SLAM counts 40		LITTLE SLAM counts 20					

HOW TO PLAY BRIDGE

BY "BADSWORTH."

TO
LORD BROUGHAM AND VAUX
WHO BROUGHT "BRIDGE" TO ENGLAND
This Little Brochure
IS DEDICATED.

March, 1898.

HOW TO PLAY BRIDGE.

HOW BRIDGE CAME, AND WHY IT WILL STAY.

Bridge found its way into England by an accident; in 1894 Lord Brougham, on returning from the South of France, was dealing in a game of Whist at the Portland Club, and instead of turning up the last card, deliberately placed it face downwards on his packet.

He explained apologetically to his partner that he thought he was playing Bridge, whereupon several voices asked what Bridge was. With the enthusiasm of a novice for a new game, he expressed unbounded surprise at the ignorance around him, and offered the boon of general enlightenment.

His offer was promptly accepted, and the game caught on at once. Within six months of this incident Whist was hurled from the pedestal on which it had long posed proudly as the best of games in its surest strongholds, and Bridge took its place for ever and aye in the card-rooms of the Portland and Turf Clubs.

Prophecy is the most gratuitous of all forms of error, but there cannot be a shadow of doubt about the permanent popularity of Bridge. It routed

Whist in a *veni vidi vici* manner, not by assailing its outworks, but by capturing its citadel.

Whist was carried to such a high scientific point by the researches and writings of Dr. Pole and "Cavendish," that it is doubtful if there are one hundred men in England who are indisputably admitted to be really fine players. Intelligent men do not care to accept a permanently subordinate position in a partnership of two, and to have much of their amusement taken out of a game by feeling that a little more knowledge on their part would have materially altered the result of many a hand. The elevation of Whist from a game to a study lessened its general attractiveness.

Bridge is much more amusing, and the general aspect of a Whist party and of a Bridge party is as different as that of an audience at the Lyceum and at the Gaiety: the one seems to be getting through a somewhat wearisome social function, the other appears to be enjoying itself. At the same time, Bridge offers more opportunities for enterprise and for making the most of individual powers and cleverness, and it has already attracted a number of votaries who looked upon Whist as a dull and impossible game.

The reason for this is not difficult to find. The hand of the dealer's partner is always exposed and played by the dealer, and it is far easier for men who have been accustomed to two-handed games to play a game in which they see twenty-six cards than one in which they only see thirteen; and

many men who preferred Piquet and Bézique to Whist now play Bridge.

So the point of view is entirely different, as that of South Kensington and Bayswater, of Piccadilly and Pimlico. Whist players are terribly conservative, and do not easily adapt themselves to new situations, and it is marvellous how indifferently some very good Whist players play their cards at Bridge.

Men, therefore, who take up Bridge do not find themselves so immeasurably behind good Whist players in the play of the cards, as all of them have a fair start from a fresh vantage ground, and they have not to accept that permanently subordinate position which is generally distasteful.

Whist is an admirable combination of skill and chance, but it leaves no scope for judgment beyond deciding what to go for in the play of the cards. Bridge brings judgment in making or doubling the trump on a level with skill in play, and so, avoiding the dangers of Poker, combines its attractions with the fascinations of Whist.

As many games are won and lost at Bridge by the exercise of this judgment as by the play of the cards, and numbers of men who never played Club Whist show far sounder judgment in making the trump declaration than many good Whist players, who generally err on the side of excessive caution.

As every hand is played out, the interest continues until the last trick, and there is no throwing down the cards when the game is won, for each trick has a value after this artificial barrier is reached.

The system of scoring is based upon sounder scientific principles. At Bridge two sides are never engaged in a struggle for an odd trick which has positively no value whatever, as is often the case at Whist when the side with their score at three holds two by honours, with their adversaries' score at one.

At Bridge there is a certain penalty for every error, and a player losing a trick or making a revoke loses the value of that trick, or the value of three tricks, whatever may be the issue of the game or rubber. At Whist a player with his score at love can revoke without incurring any penalty if his adversaries win the game independently of the revoke. In each of the next four or five hands he may contrive to miss one or two tricks by very bad play, and yet after all he may win two trebles and not be one penny the worse for five or six outrageous blunders.

There is no penalty at Bridge for making the most of the cards, and a player can win every possible trick with the full assurance of not being punished for it; and two partners have never to indulge in a mournful duet over their bad luck in losing a rubber by a brilliant coup which "Cavendish" himself would be proud to father.

When men spend years in learning how to make the greatest number of tricks out of the combined hands, it is ludicrous to impose the severest possible penalty on successful trick-making. This constantly happens at Whist when a side, by fine play, scores

four instead of three, and, by being unable to score honours the next hand, eventually loses the rubber instead of winning it, and pays three points instead of receiving seven—a fine of ten shillings, or ten pounds, whatever the points may be, on successful play.

One of the finest Whist players in the world, who clings to the old game and refuses to be converted, summarised his objections to Bridge as follows :—

- (1) I hate Dummy Whist.
- (2) I dislike to sit down to shilling points, and to find I am playing five-pound points.
- (3) I don't like to win a rubber and to lose my money.

Bridge, of course, is not Dummy Whist with the manifest advantage given to the player of Dummy from start to finish. Each player in turn plays with his partner's hand exposed, and one side has no advantage over the other. Hating Dummy Whist is not incompatible with liking Bridge.

The objection to doubling is equally unsubstantial. A man who sits down to play shilling points can never find himself playing a hand for more than two-shilling points unless he or his partner consider it to their advantage to do so. It rarely happens at Bridge that doubling, which prevents expensive suits being rashly declared trumps, is carried very far, and the more the game is known, the less re-doubling there is.

The third objection, though specious, will not,

on examination, hold water; for at Whist the winner of seven rubbers out of eight may lose one point, while at Bridge winning the rubber secures one hundred points, which is ample reward for it, and these hundred points have precisely the same value as any other hundred points made in the rubber, which is an integral part of the more rational system of scoring at Bridge. The satisfaction of getting the odd trick and of winning the rubber instead of losing it is not materially diminished by having to pay a small sum instead of receiving it; the small loss represents a great save.

The greatest tribute to the attractions of Bridge is paid by the elderly members of several clubs, who object to the introduction of the new game on the ground that if once it got in there would soon be no Whist. This view is doubtless correct; but, unless Bridge was a more amusing game, there would be no chance of the disappearance of Whist, and it is not clear why men who are still young enough to learn a new variation of the game should be fettered for life to its antiquated absurdities.

Bridge is superseding Whist in the social Clubs in America, and its general triumph here in the near future is already assured; so men who don't want to be left had better realise promptly that it is wiser to learn Bridge at once than to cling to a doomed and tottering game, which now holds out no hope of banishing dullness from their declining years.

THE POINTS.

Halfpenny points at Bridge are approximately equal to shilling points at Whist.

A rubber of Bridge averages about 170 points, and takes about half-an-hour to play. A rubber of Whist averages 5 points, and takes about twenty minutes to play.

So a man sitting down to shilling Whist for an hour would play three rubbers, and, if he lost them all, would lose about fifteen shillings. A man sitting down to halfpenny Bridge for an hour would play two rubbers, and, if he lost both, would lose about 170 pence—between fourteen and fifteen shillings.

Whist players at sixpenny points have the lowest coin of the realm available for Bridge, but facility of reckoning will probably secure the adoption of half-a-crown for 100 points in the place of sixpenny Whist, and a crown for 100 points in the place of shilling Whist. It is far easier to divide three figures by 20 and 40 than by 24 and 48, and it is no great effort in mental arithmetic to see at a glance that 340 points at a crown a hundred amount to seventeen shillings.

Although these points are slightly higher than sixpenny and shilling Whist pure and simple, they are considerably lower than the same Whist with the two extra points which are so often added to the rubber points in England; this innocent looking addition to the stakes, with a wide variation of from

25 to 200 per cent. in its operation, raises the average points of a rubber by 40 per cent.

So, with ten points for a bumper at Whist, twenty-one shillings would be an hour's average win or loss at shilling points, against seventeen shillings at Bridge with the corresponding stakes of a crown for 100 points.

If twopenny points at Bridge take the place of half-crown points at Whist, it is clear that the stakes are considerably raised, as a penny-farthing is the true equivalent; decimal pennies, or a shilling for ten points, would be near enough for all purposes, and easy to reckon.

Men who are accustomed to play five-shilling points at Whist will probably not object to secure a coin unit by raising the stakes about 20 per cent., and threepenny points at Bridge will supersede crown points at Whist, sixpenny Bridge will usurp the place of half-sovereign Whist, and shilling Bridge will oust pound Whist.

There is a mistaken outside impression that Bridge is a more expensive game than Whist, and that more money can be won or lost at it. This is clearly impossible with corresponding stakes.

Bridge offers no encouragement to gambling, and, as a matter of fact, there is much less betting at Bridge than at Whist. Five to two on the winners of the first game is rarely laid, and there is very little betting on the rubber, as the range of opportunities between losing a few points and winning three or four hundred in one successful

rubber affords ample scope for the amusement of the most speculative.

A man who is losing at Bridge cannot raise the stakes, nor can he push the game except by the suicidal policy of rashly declaring "no trump," or recklessly doubling—dangerous ventures, bringing sure and prompt punishment, which are speedily abandoned after a very brief trial.

MAKING THE TRUMP.

The dealer should at once declare "no trump" if he is strong enough to do so; that is, if he can reasonably expect to make the odd trick, should he find his partner with an average hand.

There are many hands with "no trump" tattooed on them, with strength in all the suits, or with four aces, which every player at once declares "no trump."

With three aces and a carte blanche, "no trump" is generally declared; but, while it is probably right for the dealer to do so, it is very doubtful whether it pays when the cards have to be put on the table, as the adversaries can force out the aces so cheaply. Exposed weakness is very dangerous.

With one ace and a good all-round hand, with suits evenly divided, it is wise to declare "no trump."

It is very dangerous to declare "no trump" without one ace, as you may find four aces in one hand against you.

See

Dumme

The worst possible reason for declaring "no trump" is that the hand is too good for a spade.

The question is, whether the hand is or is not good enough for "no trump," and not what it is too good for. It would be on a parity with this reasoning to appoint a man Prime Minister because he was too good for the County Council.

If the dealer is not strong enough to declare "no trump" the claims of hearts must be next considered.

With a reasonable chance of making five tricks with his own cards, the dealer should ordinarily declare hearts, even with moderate strength in the suit, and he should certainly make the declaration if there appears to be little likelihood of "no trump" being declared on a pass.

If, however, the dealer has only one ace, or a singleton, or a hand in any way indicating the probability of his partner having a "no trump" hand, he must decide with reference to the score whether he will play the safe or the speculative game, bearing in mind the danger of abandoning the reasonable hope of a sure and steady advance on the chance of his partner giving him an opportunity of rushing the position. Should the dealer find his partner with a "no trump" hand, a good score is sure to be made on a sound heart declaration.

Opinions differ widely about declaring diamonds. In America diamonds are never declared by the dealer with the score at love, but he passes to his partner in the hope of "no trump" or hearts being declared.

This hope is often not realised, and a weak spade is declared, which is doubled by the other side, who score 8 or 12 points, when they would have lost the odd trick in diamonds.

If the dealer can reasonably hope to make two or three by cards, should he find his partner with an average hand, it is better to declare diamonds than to pass; and his partner's sorrow or pity, when he has a strong "no trump" hand or 64 in hearts, must be accepted with quiet resignation.

The dealer should declare any suit when he sees a reasonable chance of winning the game with it. At 18 it is often right to declare clubs, or spades at 24.

With his score at 14 the dealer should declare hearts with strength in the suit, in preference to "no trump," for in either case two tricks win the game, and the risk of one long suit being brought in against him need not be run.

If the dealer has no suit which it is an obvious advantage to declare, he should not clutch the declaration, lest his partner should do something risky or wrong, but should pass with quiet confidence in the simplest language. The words of the rule, "I leave it to you, partner," cannot be improved upon.

The opportunity should not be seized to make a short speech: "Relying, partner, upon your judgment and intelligence, I shall ask you to be good enough to make the trump." On the other hand, being too laconic has its disadvantages, as the single word "Pass" is sometimes mistaken for hearts.

Hesitancy and indicative mannerism will never be banished from this pleasant planet, but the position should not be aggravated by such remarks as: "It is very difficult—what is the score? I really don't know what to do. Well, I shall leave it to you, partner."

What cannot be helped cannot be altered, and a man who indulges in the delights of vacillation, and in every difficulty of life lets his doubts dance on the surface, must necessarily obtain the advantage of communicating to his partner, when the goal is beyond the reach of a black suit, that it is a doubtful point whether he ought not himself to declare "no trump" or a red suit, instead of passing.

This substantial advantage from hesitation cannot be removed without fixing some minimum strength—as, for instance, holding at least three aces, or eight court cards—below which "no trump" should not be declared on a passed hand; but general opinion is not in favour of any alteration of the rules in this direction.

Meanwhile, the dealer should certainly make no remark of any kind, and every player should try to take the same average time in looking through his hand before declaring or passing; for a quick player, who sees that he must pass as he takes up his cards, and says "I leave it" before he sorts them, communicates to his partner that he has a hand of no doubtful character.

The dealer's partner cannot pass on the responsibility, but is obliged to make a declaration, and

the first question to decide is whether he has a hand for attack or defence. If it is a hand for attack, dare he declare "no trump"? If it is a hand for defence, must it be a spade?

On a pass it is generally right to declare "no trump" with the cards on which the dealer would make the declaration; but if your weak points are of a very pronounced character you must remember that the weakness is aggravated by exposure. The protection afforded by an ace alone, or a king and a small card, is considerably diminished when the cards are laid on the table.

It is not sound to assume that the dealer is very weak in red suits because he passes; all the strength he has may be in the red suits, although he is not strong enough to declare one, which is all he tells you by passing. With king, ten, and two small hearts, queen, knave, ten of diamonds, and six black cards of no value, the dealer is obliged to pass, and you may fairly credit him with average strength in hearts and diamonds.

If the situation is critical, with your adversaries near the goal, and good generalship suggests a dash, a bold "no trump" is far the safest risk to run, and the most likely to succeed. The position may have induced your partner to pass with considerable strength in the expensive suits, but not sufficient to get home on, in the hope of your declaring "no trump."

If you wish to attack and dare not venture on "no trump," hearts may be declared with such

strength in the suit as to make doubling unlikely when you have four certain tricks in your own hand. Three tricks may not unreasonably be looked for from the dealer with the advantage he has in the play of the cards; this is a balk-line declaration, and the state of the score must be most carefully considered.

With two suits of five cards, with two honours in each suit, it is generally advisable to declare the more valuable suit.

A speculative heart is a dangerous declaration to be avoided, unless one or two tricks will give your adversaries the game on a black suit. In this position the hazardous venture may be the best or even the only chance of saving the game.

A most foolish make is a doubtful club, on which you cannot win the game, but may lose it if you are doubled. If, however, you have such strength in clubs as to make it extremely unlikely that you will be doubled, with one or two small spades, it is safer to declare clubs, even with no support in other suits, than to fall back upon spades, which would probably be doubled.

With the adversaries' score at 28, you must declare your strongest suit, even though it be an expensive one, with no support in the other suits. The object is to prevent the adversaries winning the game on your partner's deal; and, in the main struggle for winning or saving a game, the minor question of possibly losing a few more points on the rubber is not worth consideration.

There is, of course, a degree of weakness approaching utter impotence, to which no general rules can apply; if there seems to be absolutely no chance whatever of saving the game, there is nothing to try for but to lose as little as possible in points.

The score must be carefully watched, and should always be known by each player before he takes up his cards. To look at the score, or to ask what it is, when hesitating about declaring the trump, or doubling, communicates to the table that there are at least two possibilities before you.

The score is an important factor in determining the trump, and care should be taken to avoid losing any advantage already gained on the scoring board. For instance, with your adversaries' score at 14 and your own score at 18, diamonds are preferable to hearts, even though the heart suit is slightly stronger, as either side wins the game with two tricks in hearts; whereas your adversaries require three tricks in diamonds, while you win with two. So, with your score at 22 and your opponents' at 24, clubs or hearts are preferable to diamonds.

It is obvious that, in making the trump suit, the value of honours must be considered, if there is no chance of winning the game; but it is better to give up even 48 by honours in diamonds, if there is a clearly better chance of winning the game in hearts or "no trump." With no apparent prospect of winning the game, the value of honours should be unhesitatingly secured.

DOUBLING.

When "no trump" is declared by either adversary, if you hold a suit of seven cards or more, headed by a tierce major, and have the lead, you double, as you hope to make seven or eight tricks straight off.

With only six cards, headed by a quart major, and no probable card of re-entry, it is not wise to double if you have the lead; you are almost sure to get six tricks, and you cannot lose the game with your adversaries' score below 18; but, if "no trump" has been declared on a fairly strong hand with three aces, it is very doubtful whether your partner will be able to make a trick.

With six tricks in your hand, you must not assume that you are only asking your partner to get one trick out of seven, for you must credit the declarant with at least five tricks in his own hand, so, unless "no trump" has been declared entirely on the strength of three aces, there are only one or two tricks to be scrambled for by your partners; and, if either adversary has a long suit, it is almost sure to be brought in.

The case is different if your partner has the lead, for it is almost certain that he will not open with your suit unless you double; and so you double with a suit of six cards, headed by a tierce or quart major, in the hope of your partner making a successful guess at your suit (*see* chapter on "Leads").

A player who doubles "no trump" on a long suit is very rarely re-doubled, as there is generally the possibility of seven or eight tricks being made in the one suit the declarant was obliged to risk.

If, however, after doubling on one suit only, you are re-doubled, you must bear in mind the possibility of your adversary being able to stop your suit, even if you have eight cards headed by a quart major.

When a suit is declared, a material point for consideration is whether you play before or after the trump-maker, for if you play before him you must have a hand of great power to double with the strength behind you. It is far more dangerous to double a trump made by the dealer, who only declares when it is obviously advantageous to do so, than a trump made by his partner, who, being obliged to make a declaration, is often driven to select the best of a bad lot.

It rarely pays to double unless you can fairly hope to make six tricks with your own cards, for you must not expect much from your partner. It is not safe to reckon on more than one trick from him, as you and the declarant ought to make eleven or twelve tricks between you, except when you are doubling because the odd trick gives your opponents the game.

If you are re-doubled, you must be very cautious about continuing the process, and you must consider the possibility of the most improbable combinations, and of your aggressive adversary holding

every other card of value. For instance, if hearts are declared, and you hold the six best hearts, the ace of diamonds, and the ace of clubs, you double on what looks an absolute certainty; but if you are re-doubled you must consider the possibility, if not probability, of your adversary holding seven trumps and six winning spades.

The most uncertain suit to double is the spade. Spades are often declared on a fairly strong hand, but not quite strong enough for "no trump," as well as on a weak hand. If you double on the chance of its being a weak make, one re-double making 8 a trick may enable your adversaries to win the game from a score of 6, or even from love, and you have voluntarily abandoned a position of absolute security to court disaster and defeat.

The score must always be considered. When the odd trick wins the game for your opponents, it is often advisable to double, and risk the loss of a few points, even with a hand only slightly above the average, in the hope of winning the game or making substantial progress towards it for your next deal.

The very act of doubling, by revealing your strength, may diminish your trick-making power, for the dealer will finesse very deeply against you; so it rarely pays to double if the distance to the goal is only reduced by one trick—e.g., if diamonds are declared with your score at 12, you are quite as likely to get three tricks without doubling as you are to get two tricks after doubling, and

therefore you should only double if your partner has the lead, and you want him to open with a trump.

Knowledge of a player's idiosyncrasies sometimes helps you to determine whether to double or not ; there are many adventurous "no trump" makers, and many light-hearted makers of expensive suits, who mistake rashness for bravery and recklessness for enterprise ; but even these daring spirits sometimes wander into the realms of common sense, and it is not wise to run too great a risk on the chance of its being a light declaration. Necessarily, too, all players, rash as well as sound, constantly hold hands which justify a make in hearts or "no trump ;" but the pronouncements of the adventurers are not entitled to the same consideration as those of a sound trump-maker.

There is very little doubling when the game is known, and the trump is declared on proper grounds ; re-doubling is extremely rare, and yet this possibility is made the excuse for throwing at Bridge the unjust imputation of being a more gambling game than Whist.

There is no penalty for asking out of turn if you may play ; no harm is done by your question, as your partner's determination to double or not cannot be affected by knowing that you have no hand to double on, nor can his play be in any way altered by it. So, also, if you double before your partner asks you if he may play, you have usurped his right of speaking first, but you have

not helped your side or harmed your opponents, and there is no penalty. In the chapter on doubling in the rules no penalty is mentioned.

THE LEAD.

The first card has to be led before the hand of the dealer's partner is exposed, and in this blind lead, when a suit is declared trumps, the general rules for leading at Whist are observed.

It is most important to give your partner all the information about your hand that you can, for the dealer sees his combined strength, and you should endeavour to put your side as nearly as possible in the same position. A false lead is inexcusable.

The worst of all possible leads is a singleton. It is more disastrous at Bridge than at Whist, as it is more easily discoverable by an adversary who sees the twenty-six cards of his side. The strange fascination of this foolish lead, and the pleasure exhibited over its success on the rare occasions when it comes off, are most remarkable. A lead from two small cards is regarded as impossible out of Bedlam.*

With four trumps, and three cards in each of the plain suits, if you have an ace and king in one suit, it is advisable to lead the king, and then to cast for your partner's suit with what aid you can get from seeing the exposed hand.

When "no trump" is declared, the strongest suit must always be led, unless it is so desperately weak that there is no chance of making a trick in it; in this deplorable condition it may be better to lead

* Yet it is known in many circles
"The Fool's Lead".

a strengthening card if you have a three-card suit headed by a knave or ten.

Your partner can probably tell, from his own cards and the exposed hand, that it is a weak lead, and he knows at once that he cannot expect a trick from you, and that he is engaged in single combat with the dealer.

With ace, queen, knave, and three or four small cards, and no card of re-entry, the queen should be led; if you lead the ace, your trick-making is limited to one trick, unless the king falls, as you cannot expect your partner to have a third card of the suit to lead for you.

If the queen wins, and the king is not in Dummy's hand, you continue with the ace, under which, of course, your partner puts the king, if he has it; if the king is in Dummy's hand, you continue with the knave.

With the king and two others in Dummy's hand, the dealer often will not put the king on the queen or on the knave in the second round, as it establishes your suit for you if your partner has the ace; whereas, by keeping the king until the third round, he makes your partner stop your suit with the ace, if he has it.

If the dealer has the king and wins the first trick with it, he has to lead up to your partner, who probably has a card of your suit to return whenever he gets in; and you may make five or six tricks in the suit instead of making the ace only.

With ace, knave, ten, and others, the knave is the best lead, as it establishes your tenace, even if you find your partner with no card of value in the suit, and you see at once from the exposed hand if your tenace is good.

If your partner has doubled "no trump," unless you have a very strong suit in which you hope to make several tricks, you should not lead your strong suit, but should try to hit off your partner's suit.

In America and on the Continent a player always leads a heart if his partner has doubled "no trump," and this practice limits doubling without the lead to a hand strong in hearts, or with the ace of hearts to secure the lead to bring in the strong suit; but in England you cast for your partner's long suit by leading your weakest, in which you have no card of the tierce major. If you have a red and black suit of nearly equal weakness, preference must be given to the red suit, as the declarant is less likely to have very great strength in it. It is more than an even chance that you hit upon your partner's suit, but when the declarant has also gone upon a long suit you sometimes go into the lion's mouth.

If you are in doubt, with two very weak suits, which to lead, and you have an ace, it is safer to play it, as you will then see the exposed hand before making a shot for your partner's suit, and the cards you see on the table may materially assist you in reaching a right conclusion.

If, however, you have a possible tenace in your

suit, headed by the ace, it may be better to keep the suit guarded and to cast for your partner's suit at once without parting with your ace.

If your partner doubles any suit except spades, a trump is generally the best lead; but if he doubles a spade you should open with your strong suit, as spades are often doubled on a good all-round hand, with no great strength in trumps.

THE EXPOSED HAND.

The instant a card is led by an adversary, whether in or out of turn, the dealer's partner should promptly lay his cards face upwards on the table without remark.

What should be avoided is making a prefatory speech, and on its conclusion laying the cards down in suits with an absurd remark about each suit in the following idiotic way:—

“Well, partner, I am extremely glad you made the trump, for if you had left it to me I should have been obliged to give you a spade;” and then, proceeding with deliberation to lay down a suit at a time, “You see there is not much in this—and this is not much better—it would puzzle even you to get a trick out of this—and here is my strong suit, four to a nine; so I think you will all agree with me that it is a spade hand.”

The humour or wisdom of asking for general concurrence on a clear point about which there cannot be two views is not apparent, but the wearisomeness of having the game delayed for the

delivery of this senseless exuberance is abundantly clear to everybody, with one exception.

An incidental advantage of the dealer naming the card for Dummy to play, instead of drawing it himself from the exposed hand, is that the dealer does not lean over the table with his cards spread out in his left hand, so that it is almost impossible for opponents who are not gifted with the flexibility of contortionists to avoid seeing them.

The dealer should name the card he wishes to play in simple language, and not make a speech: "I am afraid I must trouble you, partner, to be good enough to play the er—er—er—hum—er—well, we will have the ace;" and those unfortunate beings whose verbosity is incurable should at least make up their minds what card they mean to play before commencing to speak, so as to avoid a halting peroration.

A ponderous form of jocosity to be avoided is to name a card Dummy has not got—*e.g.*, if a diamond is led, do not call the queen of spades, and when Dummy remarks that he has not got the queen of spades, say, "Well, then, we'll have the eight of diamonds." It is almost incredible that such witless puerility should be indulged in by intelligent men; but it is.

If Dummy has the ace and queen of a suit, the dealer should not say "Finesse" if he holds the king himself, for there is no finesse, and the call is misleading.

The dealer should name the card he wishes

Dummy to play in the simplest way consistent with his natural courtesy, and it is difficult to improve upon "Ace of hearts, please." If the dealer does not name with clear precision the card he wishes to play, Dummy should merely ask, "Which card?"

Towards the end of the hand, the dealer, not knowing that there is possible value in any card in Dummy's hand, sometimes calls, "Any card you please" for a discard. This is clearly wrong; for Dummy, who has caught the point the dealer has missed, does not like to keep the valuable card, and the very fact of his asking which card to throw away may start the dealer on a line of thought which may lead him right.

When Dummy is second hand, and has a very small card, which must eventually fall under a winning card of the leader, it is well to play the lowest card but one, and more especially so if two cards are in sequence—*e.g.*, with queen, eight, seven, and two, the seven may be very useful, and Dummy's hand is not weakened by parting with it.

There is no penalty for the dealer leading from the wrong hand in England, because it was thought that the only possible penalty would be too severe, involving in many cases the issue of the game; but it was never contemplated that the dealer would knowingly lead out of turn, as is sometimes done, when he believes that it makes no difference. If a question of discard arises, it constantly is material, and, in any circumstances, the irregularity has a tendency to interrupt the

line of thought of the players, and is a distinct disadvantage to men who have not very good memories.

DISCARDING.

The discard is far more difficult at Bridge than at Whist, owing to your being obliged to guard the suits which the exposed hand enables you to see are against you. When "no trump" is declared, you may have to keep sufficient guards to a queen or knave, or even to a ten, to prevent a long suit being brought in against you.

X { So it constantly happens that you are obliged to discard from your strong suit. When a trump is declared, there is nothing to be done but to throw away the lowest of your strong suit; but when there is no trump, you should discard your lowest card but one, and so call in the suit for your partner to lead it. As there is no trump to ask for, your call cannot be misunderstood.

If you have sufficient strength to be able to throw a high card, it is advisable to do so—*e.g.*, with a quint to a king, by throwing the king, you indicate your suit by one card, which may be very useful if your partner gets in before you have a second discard.

To throw the penultimate card when you have no strong head sequence is only a logical extension of this principle; and yet numerous players, who will discard an ace before a king to show their suit, will not part with a three before a two. Surely this is a case where a wink is as good as a nod.

When an adversary is playing out a long suit, and you see you will have two or three discards before he branches, you should decide before you throw the first card whether the position requires you to show your suit or to conceal it. In endeavouring to deceive an adversary, you must always remember that he does not place implicit reliance on your veracity in Bridge conversation.

On the other hand, if your partner never knows whether you are telling the truth or not, it is impossible for him to know what to do when he finds himself in a tight corner. A false discard is an abomination to be avoided, unless you have reason to believe that your partner cannot win another trick, and that you have to save the position without any assistance.

It is very difficult to draw correct inferences from a discard, as it is so hard to distinguish between a compulsory and an optional one. It is very unwise to embarrass your partner by any unnecessary addition to this unavoidable difficulty.

If you are marked with three winning spades, but have no card of re-entry except the best diamond, of which suit the other two cards are held by one adversary, with utter weakness in the untouched suit, you must show your partner the position in a clear manner.

Although two of your three cards must be useless for trick-making, you must not throw them, but you must discard from the weak suit to prevent your partner expecting any help from you in it.

Your partner then sees that there is nothing to be got from you unless he can throw the eleventh trick into the hand of the opponent who holds the two diamonds, and he tries to bring this about, playing the fresh suit with the knowledge that you have nothing in it.

FORCING.

Good Whist players who laid down an axiom for the discomfiture of inferior players—that you should not force your partner if you are weak in trumps—had an eye to the main chance in depriving their weaker brethren of their strongest weapon of offence, which can be as easily wielded by recruits as by veterans.

Force is a question-begging word, conveying the idea that you in your unwisdom are compelling your partner against his will to do something disadvantageous to your side; whereas a player requires a thorough knowledge of the game to refuse to give his partner an opportunity of making a small trump.

In Whist the saddle is put on the wrong horse by requiring a player to have affirmative reasons for giving his partner a chance of a ruff, and more rubbers are lost by moderate players through this error than by any other eccentricity in play.

One of the most brilliant Whist players in England is always urging his partners to force him whenever they can; and at Bridge you should invariably give your partner the chance of a ruff,

unless you have good reason to believe that he is playing a strong game with a substantial chance of bringing in a long suit. If with this knowledge you ask him to ruff, you are forcing him in the strict sense of the word.

In all other cases it is an entirely gratuitous assumption that you weaken your partner by forcing him; on the contrary, you may increase his trick-making power by 50 per cent., and in numerous hands, when each of you can make a couple of tricks, you get the coveted fifth trick and save the game by the ruff; but you must not wait until you have four other tricks made or marked to give your partner the chance, for the opportunity may be lost for ever, and it rarely happens that you know whether the trick will save or win the game at the time you can give the force.

Except you see that the game is hopeless unless your partner is strong in trumps and can bring in a suit, force him whenever you can, in the absence of any knowledge of what he wants you to do. A discard before trumps are led or asked for only tells you his weakest suit, and does not show that he has any strong suit at all.

The primary object of all play is not to let your partner know what cards you have, but to win tricks; and it is fatuous to give up a certain trick for a problematical gain which may or may not accrue later on. If you are not strong enough to lead trumps, and your partner is not strong enough to ask for them, a certain ruff is an advantage not to be lightly

thrown away. A wasted opportunity is less easily redeemed at Bridge than at Whist, as the combined strength against you is directed by one adversary.

AMENITIES.

Bridge is a game at which the schoolmaster is terribly abroad ; but the men who are most anxious to educate others are usually the least capable of doing so. No one values gratuitous advice, and every man who wants to learn anything prefers to choose his tutor.

The primary object of a game is amusement, which is marred by gratuitous and impertinent instruction being pressed upon you from all sides at every conceivable opportunity.

The area of pleasure would be widened if all players would accept with silent gratitude the gifts—the many gifts—which their adversaries shower upon them. When an opponent lets you win a rubber by not dashing in to save the game at his last and only chance, it is a pity to say to him, “You might have saved it by leading your ace of clubs, mightn’t you?” Can any one honestly think that in saying this he is making the evening rubber more agreeable to an erring friend?

Still more objectionable is the practice, when the erring opponent is not a particular friend, but a man who won’t allow a liberty to be taken with him, of having a shy at him under the guise of communicating to your partner your grateful ap-

preciation of your good luck in making the winning trick with a queen which was marked blank in your hand, while the king was against you.

The first Lord Brougham said that he always looked to an adversary as acting upon some views of his own advantage which might be more or less judicious, but that he seldom supposed any gross blunder. This sagacious and practical view might be adopted with advantage by all card players, to the general increase of pleasure and amusement; and a partner is surely entitled to the same tolerance as an adversary. The partner who tells you when you have in error trumped a suit of which the best card was marked in his hand, that, knowing he had the queen in his hand, you deliberately trumped his trick and threw away the rubber, is as unwise as he is rude. Knowledge might surely enjoy the pleasures of power without granting the monopoly of politeness to ignorance.

Bridge is a game which requires more patience and a more unruffled temper than Whist, as the game is played very slowly by beginners, and each blunder can often be seen as it is made. It is doubtless trying to watch a bad partner who is playing your exposed cards, throwing away two or three tricks by the most palpable blunders, in which you are unable to see his possible view of his own advantage; but you must remember that he is playing to amuse himself, and is presumably doing so, and to throw him a few leaflets from your own rich store of knowledge will not

increase his enjoyment, nor have you any commission to improve his play.

Senile irascibility, increasing deafness, and the growing disinclination of advancing years to leave the ruts of wont and use, are disqualifications for Bridge, and elderly Whist players who are conscious of these infirmities are wise in clinging to the old game they know; but the progress of Bridge cannot be arrested by boycotting or misrepresentation. No more impudent fabrication was ever hurled against a new game than the obvious misstatement that Bridge offers more opportunities for gambling than Whist.

Visible signs of impatience at the slowness of others aggravate rather than mitigate the evil. You cannot push another man's "gee" along. The only way the progress of the game can be quickened is by every one playing as fast as he can, by patiently accepting inordinate slowness as an unavoidable evil, by not interfering with a long "think" when a player wants and means to have it, and by observing silence during the play of the hand.

This last point is most material, as many careless remarks are made which reveal the position of important cards—*e.g.*, Dummy on your left has the queen and one small spade on the table, and you want one trick to save the game. Your partner leads a spade, and, on your playing the king, he exclaims "Saved!" or "Dover!" to indicate the desired haven is reached, although

he has no reason to believe that was the limit of your aspirations, and by his remark communicates to you that the ace is held by the dealer, and that it is useless for you to persevere with the suit.

The dealer can see more easily than any other player what the result of the hand will be ; but he must not expect his opponents to accept his decision without laying his cards on the table, that they may see he is right in his view. Some players say, "The rest come here," and continue to play the game, hurrying their opponents, with the card to be next led poised menacingly in the air, and assuring them that it does not matter what they play.

This is very confusing, and sometimes leads to a revoke. The dealer should either show the game or play it out at the usual pace with the wonted courtesies. His opponents, who have to play the hand to the end, are certainly entitled to think what cards they will play.

On the other hand, the dealer should not be asked to declare whether he can get the rest of the tricks. This is constantly done by an impatient player with no possible winning card in his own hand. When the dealer replies that the hand must be played out, he communicates to his adversaries that there is a trick to be fought for, and this may enable them to discover in his hand a losing card which he has been endeavouring by false cards to conceal.

GENERAL HINTS.

The chances which Bridge affords for the exercise of individual talent have had the unfortunate result of inducing many players to be always attempting to create opportunities for distinction, instead of waiting to grasp them when they arise.

There is a great opening for a man who can play his highest card third hand and return his partner's lead, but no one seems inclined to take advantage of it. The common round offers no attraction; almost every player is always trying for a coup, and remarkable success is attained in making losing coups—eccentric irregularities in play, by which it is absolutely impossible to gain a trick, but very possible to lose one or two.

Straightforward play is the most successful, and the long suit game pays best if you play it properly and loyally. As ten or eleven tricks are usually won by high cards and trumps, only one long suit can be brought in; and if you follow the absurd practice, still very general among moderate players, of doing what is called "showing your own suit" before returning your partner's lead, you invite defeat.

This freak may take away from your partner a card of re-entry and prevent him bringing in a suit which you have refused to help him to clear. Which suit do you imagine you are playing for, the suit he led or the one you opened? A side which attempts the impossibility of bringing in two

long suits is not likely to bring in either. If after this you won't force your partner because you are weak in trumps, you show yourself a thorough master of making the least possible out of the cards, and you have brought your partner to the verge of impotence by preventing him bringing in his suit and not allowing him to make a small trump.

Never play a false card so long as you want anything from your partner, without carefully considering whether the possible advantage you may derive from deceiving your adversary may not be more than counterbalanced by the chance of misleading your partner.

Win a trick when you can, unless you see a reasonable chance of making two tricks by holding up; but when "no trump" is declared, and you hold the king card of an adversary's long suit, it is generally advisable to retain it until his partner is exhausted, so that he cannot bring in the suit unless he has himself a card of re-entry.

Decide which of your cards you mean to play before you begin to finger them; pulling a card up and popping it back again, besides showing lamentable indecision, gives a great deal of information to a wide-awake adversary.

The dealer should not show any card in his hand which he can conceal. With the eight, ten, knave, king, and two small trumps in Dummy's hand, a very good player led the seven, and passed it up to be won by the queen. On being asked

why he told two opponents that he held the nine, he pleaded the attractions of mystery. He was, of course, the opposite of mysterious; but this is an instance of the strange aversion Bridge players have developed to obvious straightforward play.

If you cannot accept in their entirety the limitations of Dummy, you might at least have so much regard for your joint interests as to refrain from worrying your partner when he wants to think. As soon as Dummy's cards are placed on the table, the dealer sees for the first time the combined strength, and has to decide what he will go for and how he will do it; and this is the moment an inconsiderate Dummy selects to interrupt his train of thought by silly remarks: "Well, partner, which is it to be—the three, the ten, or the queen?"

If the dealer leads from the wrong hand, you should not interfere, unless the lead is distinctly disadvantageous to you. In your eager desire to set the world right, you may be depriving your partner of the opportunity of saving or winning the game which he was longing for.

ABOVE ALL, DON'T TALK. St. Francis of Sales said that there is nothing so like a wise man as a fool who holds his tongue; so the many players who cannot manage to be wise might, at least, contrive to appear so.

SILENCE IS GOLDEN.



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